HOGS OF WAR™

PC CD ROM

English

INFOGRAMES

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THE STORY

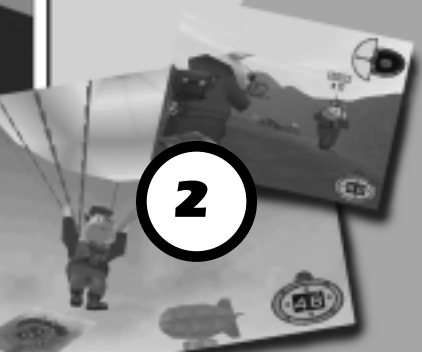
He who controls the swill controls the universe. It really is that simple.

Swine scientists have discovered an untapped supply of swill in the uninhabited archipelago of Saustralasia deep in the South Pigsific Ocean, and every Hog Nation wants the land as its own. Gone are the days of scratching around for drips of swill. Saustralasia's 25 regions are drenched in the stuff. And the only way to ensure that no one else gets their filthy trotters on the delicious swill is WAR.

From the rather British Tommy's Trotters and Uncle Hams Hogs from the other side of the pond, to the Sushi Swines and the Sow-A-Krauts, this is a World War like no other: to possess every last drop of swill on the planet.

Let us not romanticise these battles though brave hogs.
There will be slaughter and butchery. Your job will be to bring victory to your chosen nation, to save your own bacon and make a meal of your enemies. With victory comes great reward. So great in fact that your brave boars will be as happy as pigs in… well, you get the idea.

With any luck, we'll all be home in time for Christmas.
So what are you waiting for? Chop, chop!



GETTING STARTED

To install Hogs of War

Insert the game CD into your CD-ROM drive. If your CD-ROM drive has AutoPlay enabled, click the "Install Hogs of War" button and follow the instructions. If AutoPlay is not enabled, double-click on the "My Computer" icon on your desktop. Double-click on the CD-ROM drive icon. Follow the installation instructions. If Hogs of War does not begin installing immediately, double-click on autorun.exe.

Minimum System Requirements

Windows® 95/98 (NOT compatible with Windows® 2000)

Pentium™2 266

64MB RAM

4X CD ROM drive

500 MB available hard drive space

Direct 3D™ compatible video card with at least 8MB of video RAM (Voodoo 2 requires 12 Mb)

Multiplayer: Up to 4 players LAN, TCP/IP network

Non supported cards : Voodoo 2 8Mb, Savage 4, Savage 4 Pro+, Savage 2000 (ViperII), Permedia 3, Sis 6326, Sis 6326 DVD, G 100 and Riva 128 ZX

CONTROLS

As long as you aren't ham fisted, controlling your squad of swine couldn't be simpler. If it all seems a bit baffling for now, read on and return to this page for future reference.

While In the Interface

Cursor Keys	– Scroll through the various menu items
Return	– Select a menu item
Backspace	– Go back one page during menu choices
Esc	– Go back directly to the Main Menu

During the game

Cursor keys	– Move your pig around the landscape
Right shift key	– Make your pig jump.
Backspace	– Enter or Exit buildings & Vehicles.
Hold Right Control	– Now use the cursor keys to control the camera
Esc key	– Will pause the game and bring up the options menu
Return	– Open the weapons menu

While in the options menu

Cursor keys	– cycle through the available options
Return key	– confirms your choice

While in the weapons menu

Cursor keys	– cycle through the available weapons
Space Bar	– confirm your choice of weapon
Backspace	– Close the menu without selecting a weapon

Once you have chosen your weapon

Different weapons are controlled in different ways, and some of these controls aren't appropriate to all weapons. Start by pointing porky towards the target.

Hold Right Control – Now use the cursor keys to aim your weapon
Space bar – Fire your weapon or when applicable hold down to increase power, release to fire, and for some weapons press again to detonate
Backspace – Will deselect the current weapon if you change your mind

Some weapons, such as grenades and mortars, can't be aimed directly, but are lobbed. In this case:

Page Up – Will shift the trajectory upward on the angle-o-meter
Page Down – Will shift the trajectory downward on the angle-o-meter

Finally, if you don't like the default keys why not access the Options from the main menu screen and configure your own keys!

THE GAME

If you are to successfully capture and exploit Saustralasia you must command your Hogs of War to seek and destroy the enemy across 25 different regions. You will make do with the limited resources that we can grant you, and be thankful for them. It is through your cunning, your skill, your bravery and downright pigheadedness that whatever side you choose will be victorious in the field of battle.

As well as a limited arsenal, you have to maintain a rather small army. Protect your pigs, and they'll have the chance of promotion.

With on-the-job training, your swine shall soon learn more skills and acquire the use of a wider range of weaponry.

Saustralasia itself is split into six different islands, and you must conquer each of these in turn. Start in Hogshead, before marching into Trotsville, Saustralia, Bellyopolis, Arstria and finally reaching the Isle of Swill. By the end of the campaign, little piggy, you will have many trotters in many different pies.

First things first, you must decide which army you wish to fight for in this game. Choose wisely, because once you've committed yourself to one side, no one else will want to go anywhere near you with anything other than a barbecue skewer.

Decide between Tommy's Trotters, Piggystrokia, Sow-A-Krauts, Sushi Swine, Garlic Grunts and Uncle Ham's Hogs, then prepare to do battle with those you have snubbed.

It's not commonly realised, but pigs have a strong sense of fair play.

As such, every soldier must calmly wait its turn to deal death and destruction. When it's your army's turn to fight you are given a limited amount of time to plan and execute your attack (keep an eye on the timer in the bottom right of the screen). You can walk, run, jump and later swim nearer to the enemy, or you can save your bacon and just run away. Position yourself for an attack; choose your weapon and fire. Make sure you get it right, because no matter how quick you are on the draw you only get the one attempt. Miss and your turn is over. Each pig is given one attack period, alternating between the armies. When everyone has had a go the first pig is allowed to attack again. War has never been so polite.

MAIN MENU

Each time you start Hogs of War you can choose a one player or multi-player game, change the audio and video options or remind yourself of the controls.

One Player Mode

You can load an old game from this screen in the future, but for now you need to start a New Game. Pick your desired army from the six choices and press Return to confirm your choice, or rename them to something more personal if you wish.

You have a squad of eight little piggies (five plus three in reserve), from which you can select your pigs for each mission. Only the highlighted swine will find themselves on a transport vehicle and winging their way to the battleground. The rest are let off the hook for now. Perhaps you will want to keep the same team together - after all they can reach the higher echelons of the promotional ladder the more service they see, or perhaps you'd rather rotate your privates to keep the team fresh, and your squad plump and well-rounded.

In the Squad Select screen you can move the cursor between the eight-team members. These are the default porkers for the next mission. If you press Return on one of them you are given a menu of three more options. Rename the individual pig, swap him with a swine currently on R&R, or if you have some promotional points spare raise him up the ranks.

The rasher ranks are fixed. Promotion takes your basic Grunt through the ranks of Heavy Weapons, Medical, Espionage or Engineer to the lofty heights of an Officer.

Since you have no Promotion Points when you start the game you won't be surprised to learn that you return to the Squad Select screen between every sortie.

Once you have settled on your swine squad move the cursor highlight to Start Mission for your briefing. Keep a good squad together forever by using the Save Team menu option, and bring them back in future missions using the Load Squad option.

Multi-Player Mode

While playing with yourself is undoubtedly good fun, playing with someone else tends to be more satisfying. Up to four teams of piglets can take it in turns to knock six shades of swill out of each other on one small battlefield. It can get rather messy.

Start by selecting the multiplayer option from the main menu screen and choose which option you require. You can either gather your friends around one PC by selecting the required number of players (human and cpu) before selecting done to go to the mission set up screen or play via IPX or TCP/IP by selecting the network option'

IPX

After selecting IPX you can choose to either Host a new game or join any existing games.

If you host the game it is down to you to set up the required mission in the resultant screen (see multiplayer options below) before going on to select your own team.

All players who join an existing game will simply need to select their team and prepare to fight.

Use the chat functionality in the multiplayer menu's to communicate with your opponents during the game set up.

Once all the players have chosen their team the host can start the game.

TCP/IP

After selecting TCP/IP a box will be displayed for you to insert an IP address, if you know the IP address of a machine that his hosting a game insert the address and hit the Return key, that game should then be displayed in the game lobby along with the option to host your own game if you so wish. Note if you leave the box blank and hit the Return key you will enter the game lobby to host your own game.

As with IPX it is down to the host to set up the required mission, with the other players simply selecting their required team.

MULTIPLAYER OPTIONS

Survival (last pig left alive wins) – Novice

The terrain and the number of pick-ups are aimed at the novice soldier. As opposed to…

Survival – Expert

Terrain and pick-ups biased towards the combat veteran.

Survival – Strategy

Specially constructed levels that demand a bit more thought. Note, some levels can only be played with particular numbers of teams.

Death Match (first to frag limit is the victor)

Killed pigs will re-spawn until a player has amassed enough points:
2 points for a kill, -1 for a loss

Generate

The Generate option creates a landscape from random, rather than using pre-designed terrain. Choose this game mode and you are presented with six further options, Survival: Custom, Random and Code, and Deathmatch: Custom, Random and Code.

Custom gives you the option to tweak particular level properties before generation begins. Select your own landmass, theme, number of mines, height, vehicles (mirrored for all players), the sky and pickups.

Random generates an individual landscape, but also provides a special code for the terrain. If you find it's a location you like, or you want to replay it, write down this code and enter it in the final option. You can even use your own keywords to generate battlefields. Ever wondered what nature would make of your boss' nickname? Try it out here.

Field Conditions

Come here before starting your level and you can mess around with some of the game's details. Specifically:

Pigs: Select the number of pigs in each team (default depends on number of teams).
Turn time: Make the game more difficult by reducing the number of seconds per turn.
Deathmatch limit: Select the number of points you need to win a Deathmatch.
Health: Select the starting health level for each pig (default depends on pig rank).
Sudden Death: Pick a turn at which to suddenly reduce the health of all pigs to just one.
Select pig: Pigs normally take it in turns to play. With this option enabled, you can choose which of your porkers will fight at the start of each turn. Use Page Up and Page Down to cycle between each pig on your team, but don't dawdle too long – you only have 10 seconds to make your choice!

TRAINING

Like any poor sap drafted into war, your first stop in the single player game is boot camp. Here you are given weapons training, taught how to negotiate tricky terrain, and how you can interact with the battlefield - deliberately or accidentally.

HOG RANKS AND WEAPON SKILLS

Your best chance of conquering Saustralasia is to ensure that you keep your pork fresh. Lose three swine on one level and the first to die is gone for good. Lose four of them and the first two shall never return from hog heaven. Lose all five and you have to do the level all over again.

If you find these losses unacceptable, retry the level and do better. It's certainly to your advantage to bring your entire squad through the campaign.

One of the advantages of keeping your hogs healthy is the award of Promotion Points. You are always presented with one point for finishing a level, and a point for getting all five through without dying. There's also up to five bonus points available on some levels, but it would spoil the fun if we told you where to find them.

Every pig in your team starts as a Grunt. With one promotion point you can reward a single pig with another rung of the career ladder.

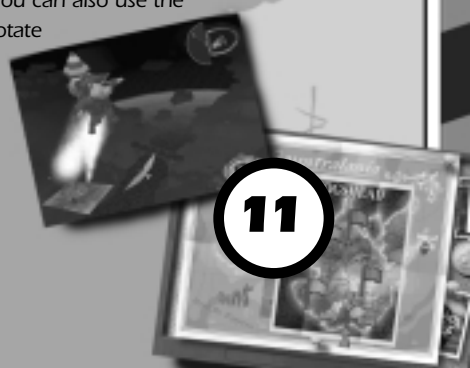
Your first choice is what they should specialise in; once selected they cannot change their career path. The Heavy Gunner gets the more powerful weapons at the expense of speed. The Medic can heal other pigs. The Espionage direction gives you hiding and theft abilities, while Engineers handle explosives. Each career path has four rungs, before the pig becomes an Officer, opening up every skill and weapon.

To help you choose which direction you want to take early on, this field manual presents the abilities of the first promotions, compared to the Grunt.

Rank	GRUNT	GUNNER	ORDERLY	SCOUT	SAPPER
Career		Heavy Weapons	Medic	Espionage	Engineer
Max. Health	50	75	60	75	80
Weapons	Bayonet	Trotter	Rifle	Rifle	Trotter
	Rifle	Pistol	Grenades x3	Poison gas grenade x1	Shotgun
	Grenades x3	Bazooka	Knife	Knife	Mines x3
			Healing hands x3	Hide	TNT x1
				Pick pocket x1	

PLAYER HINTS

- Espionage pigs (all career progressions) – do not appear on the mini-map!
- Engineering pigs (all career progressions) - can see the minefields!
- In order to achieve a squad of Heroes, with the ultimate skills, all available promotion points have to be acquired from each mission, so do not lose any pigs and find all those extra bonus points!
- Remember to press the Spacebar to detach from the jetpack before you come crashing down to earth.
- When your piggy is parachuting in, use the Cursor keys to gently drift your parachuting porker to a perfect position on the map.
- When your piggy reaches the rank of Commando he will be able to swim.
- Selecting certain skills (such as the Air strike) will present you with an aerial view of the map - move your crosshair with the cursor keys to select your target. With air strikes you can also use the Page up and Page down keys to rotate the angle that your transport Airship will come in from.



- If you don't see the power bar appear when you have selected a new weapon, then it will always fire at full power...many a porker has come a cropper by underestimating the power of the mortar.
- Look out for the red area on your Angle-o-meter - it shows the range of angles that are unavailable to you for the current weapon.
- Don't forget a piggy that is hiding away from the world gets a little bit of extra protection from it's disguise - it could mean the difference between life and death.
- If your porker gets in a Medic tent and manages to stay inside it until he gets his next turn, he will receive a handy health boost.
- If your trooper is lucky enough to find himself inside a MASH tent, then instead of a meagre health boost, he will be cured back up to full health - well as long as the tent doesn't collapse around his pointy ears before his next turn.
  Ah... the miracles of modern medicine

PICK-UPS

As you explore the landscape you will find supply crates, which can of course be captured by either side. There are a number of unique weapons to be found on the battlefield, many of which are limited by ammunition. We won't spoil the surprise now, but should a pig in possession of a pick-up be pulverised, some of his new weapons will be left alongside his smoking boots.

VEHICLES AND ARTILLERY

In some levels you might find an abandoned tank, artillery or a pillbox. These can be occupied and abused, by pressing backspace when nearby. Once captured, the Return key shows the possible abilities of your new weapon.

- Be careful who you drive into when you are in a tank, because friend or foe it'll give them a nasty knock. Good for taking a bit of road rage out on your enemy though, eh?
- The troop carriers can be handy for picking up a group of your chums and driving them all across the map in one go. Just drive into one of your team-mates and he will oblige by jumping in with you - use the Eject skill in the weapons menu to send the little porker back out into the open air.
- Oh and don't drive vehicles on water unless they are amphibious, there's a good chap.
- Finally, we would warn you that it's best to abandon a vehicle before it is destroyed. Its death throes can cause you a large amount of damage. Talk about smoky bacon.

Now that you have familiarised yourself with the important tips and tricks held within this top-secret tactical manual, you will be able to bend and break the rules of war. Go ahead, little piggy, and fight for your right to freedom! (And swill, naturally). Good Luck!

CREDITS

Development
Ade Carless – Senior Designer
Andrew Fox – Lead Programmer
Berni – Artist
Izzy Stewart – Artist
Jacob Habgood – Programmer
John Guerin – Artist
Matthew White – Producer
Paul Tapper – Programmer
Simon Nicholass – Programmer
Alan Coltman – FMV Director
Ben Wilson – Physics Programmer
Carl Cavers – Studio Manager
Darren Mills – Head of Art
Dr. Ian Badcoe – Physics Programmer
Gavin Whelan – FMV Artist
Mark Glossop – Executive Producer
Paul Hiley – Additional Programmer
Patrick Phelan – Creative Manager
Phil Rankin – Additional Programmer
Richard Simmons – FMV Artist
Sarah Bennet – Localisation
John Hackleton – FMV Artist
Kev Saville – Sound Designer

QA
Lewis Glover – QA Manager
Phil Eckford – Associate QA Manager
Rob 'Montgomery Patton Rommel The Fox' Lunt – QA Supervisor (PC)
Nick 'Telstar' Herring – Lead Tester

Analysts
Ian 'Pimp Daddy Nash' Hammond
Chris 'Shoots Too Soon' Greatbatch
Darren 'They Don't Like It Up 'Em' Sellars
Mick 'It Went Off In My Hands' Eyre
Mark 'Hari Kari' Bridges'
Gareth 'You're My Little Puppy Dog' Davenport
Matt 'Hardcore Pork' Tuckett
Mick 'Razorback' Sanderson
Jody 'Smoke Me A Kipper' Hindle
Rob 'Tygamilk' Taylor
Matt 'Studly and Buff' Hindle
James McCarthy – Development Support

Studio Marketing
Larry Sparks
Cindy Church – Marketing Manager
Richard Iggo – Product Manager

Studio Production
Morgan O'Rahilly
Ivan Davies
Tony Buckley – Producer

Design Consultant
Sean "Glob" Millard

Executive Vice-President, Production & Publishing
Jean-Philippe Agati

Head Of Label – Infogrames Motion
Olivier Goulay

Manual Author
Steve Owen

Music By 2dB for Semi-Precious Studios Ltd.

Intro and Outro AVI's Cool Bean Productions Ltd.

TECHNICAL SUPPORT

For technical support, the Infogrames United Kingdom Helpline is open to telephone calls from 10:00 to 19:00 Monday to Friday (except Bank Holidays):

Technical Helpline Infogrames UK
21 Castle Street - Castlefield
Manchester
M3 4SW
ENGLAND

Tel: 0161 827 8060/1

E-mail: helpline@uk.infogrames.com

For further information visit the official web sites :
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